

# STREAM LEADER PUBLICATION

## 1. Introduction

- a. This project was designed and produced by Cbot. The purpose of **STREAM is to be a cross platform gamer point**. The developer Cbot will never sell a token to protect the integrity of the gamer points system. **STREAM aims to become a DAN or decentralized autonomous network**. This network is designed to empower gamers to award each other.

## 2. Opening disclaimer

- a. **STREAM** token is a unique digital award. Cbot affixed the **STREAM** one of a kind art on the ledger as an email hash via gravatar. Cbot fixed a website he made on the ledger as the first **STREAM** portal. Further Cbot broadcasts a Toml. to his **STREAM** node site validating it on the ledger as the first **STREAM NODE WALLET**. Cbot also added unique encryption to the message key field of the token. Finally the token issuing address was blackholed making it so no more **STREAM** can be produced. All of these actions help define **STREAM** as a unique digital prize and not a security. **STREAM** is an on chain asset made up of several components, not a promissory note of any kind or design. **STREAM** is not a currency, it is akin to a gold metal. **STREAM** is a digital prize representing share possession of the items affixed to the ledger. **STREAM** itself is not a business or single entity. **STREAM** is not operating for profits or sales. Cbot the sole developer of **STREAM** will never sell a **STREAM** token.
- b. Cbot will not use **STREAM** to pay for any services. **STREAM STAKE** is outside the purview of paying for community services for the following reasons.
  - i. Challenges are a game by nature not a financial product.
  - ii. All values and challenges are a drawn conclusion via a conversion or voting amongst active members of the **STREAM** community.
  - iii. **STREAM STAKE** is non custodial
  - iv. distributing stream alone does not constitute a payment of any kind as the asset is not marketed or designed by Cbot as a financial product. Further it is Cbots explicit instructions to only use streams as gamer points to award gamers and users of the system(learning multimedia processes/awarding gamers).
  - v. **STREAMS** functions as a free asset and people's ability to trade on dex is not directly relevant to Cbot and is outside the control of Cbot. **STREAM** is no different than any other tangible asset like a plant, it can be traded between humans and sold at will. It is not the growers liability to oversee future sales or comply with state or federal law in relation to that sale. Any income taken by Cbot will be in the form of donations. There is no liability associated with this project because there is not a for profit system or reasonable income generated by Cbot.

## 2.What is the point, why?

- c. **STREAM GAMER POINTS ARE FREE** TO ANY USER WHO CAN GET XUMM AND PLAY GAMES. **STREAM IS CROSS PLATFORM** GAMER POINTS. **STREAMS** PRIMARY UTILITY IS TO **EMPOWER USERS** TO PLAY AND LEARN FOR FREE IN A

TIME WHEN TECH SKILLS ARE OF GROWING IMPORTANCE AND **GAMING SYSTEMS COST SKYROCKETS.**

3. **DAN - Decentralized Autonomous Network** made up of multimedia, websites, and apps. Functions built by nodes act at the moving parts that put **DAN** into action.
  - a. **STREAM STAKE**- gamers play for awards and get rewards for holding
    - i. Jump into platform like twitter and discord earn **STREAM**
      1. Monthly updates each epoch decided by nodes
      2. Monthly burn each epoch
  - b. **STREAM SCIENCE**- multimedia servers
    - i. A facet of the network described as users learning together to make multimedia and testing their creations
    - ii. Users portals
      1. Users make their own content servers to teach others and spread the network (twitter,youtube,discord,website,app)
        - a. Known portals- ask users for links
          - i. **CBOTS SEVER**
            1. Cbot will release a publication on how to use the **STREAM** systems he provides asap
              - a. Software Development
              - b. Gaming awards
              - c. Learning resource
              - d. Trade chat
          - ii. **SKYKING PORTAL**
            1. Gamer awards
          - iii. **RICHLIST.IO**
            1. Rich List for all xrp tokens
            2. List of top **STREAM** HOLDERS
    - c. **STREAM DREAM**- Full decentralization 1 years
      - i. **STREAM** Node wallets
        1. Requirements to run node
          - a. Wallet with 1000 stream in personal wallet
          - b. Voted in by other nodes
          - c. Must offer 5 gaming challenges per month
            - i. Not required to be repeating
        2. **STREAM** NODE REWARDS
          - a. Node staking rewards
          - b. Nodes voting power
          - c. Exclusive access to software and apps other nodes use
            - i. Software to help award challenges
            - ii. Software to make games
          - d. Award gamers and make a fun environment
        3. Decentralization
          - a. After this paper is released it will be added to ipfs and sent to the back hole as metadata in the memo field
          - b. Any updates to paper will be submitted to the blackhole by a node after voting.
          - c. Voting power is equal amongst all nodes. To win a vote there must be more than 50% vote for the added change.

- d. As each node is created a previous node will send 5000 **STREAM** to the new node address. If a node runs dry it can request a refill from another node via a message to the hole or more mondaine requests within reason. As we progress through the decentzation process Cbot node will drop to other nodes until the holdings are equal amongst the node wallets.
- e. following this papers fixing on the ledger nodes will send their first vote to the black hole to decide the following things
  - i. Node max payout per challenge
  - ii. Node monthly staking rewards
  - iii. Challenge epochs
  - iv. Burn epochs
  - v. Burn amount per epoch
  - vi. New/remove nodes
  - vii. Updates to network
- f. Suggested format for first node submission in memo field is as follows
  - i. (SN: a.50, b. 200, c.monthly, d.monthly, e.50 per node, f. Mely, g.no update)

#### 4. END GAME

- a. Main distribution wallet is empty
- b. Nodes have all the stream and network control
- c. Users are free to award each other via the **DAN** network built by the nodes

#### 5. Closing

- a. Revisit the WHY question again.
  - i. **FREE** CROSS PLATFORM GAMING NETWORK
  - ii. To empower gamers and multimedia users of all types
- b. What will the users do once the the system is Decentralized
  - i. Build and use applications
  - ii. Nodes wallets can provide gamer point challenges at will
  - iii. Users can award each other for gaming via DAN